

Clean Set of Amended Claims

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5. (Amended) A video data sending and resending method between a coder and decoder, comprising:

- storing a video data in at least one buffer;
- packetizing the video data from said at least one buffer and sending the resultant video data packet to a receiver;
- sending to a sender a resend request message of a video data if an error is detected in the sent data; and
- packetizing the requested video data with video data to be currently sent from said at least one buffer and sending the resultant data packet to the receiver.

6. (Amended) The method of claim 5, wherein the resend request message contains values to indicate a damaged portion of the video data packet and wherein only the damaged portion of the requested video data is packetized with the video data to be ~~currently sent.~~

7. (Amended) The method of claim 5, wherein storing the video data further comprises storing the video data in block units including variable length codes, according to a circular addressing manner.

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8. (Amended) The method of claim 7, wherein the resending request message contains values indicating a memory address and range of block units corresponding to the damaged portion of the video data packet, and wherein packeting the requested video data comprises packeting the range of block units corresponding to the damaged portion of the requested video data with the video data to be currently sent, based upon said values.

9. (Amended) The method of claim 7, wherein the resending request message contains values indicating a range of DCT coefficients corresponding to the damaged portion of the video data packet, and wherein packeting the requested video data further comprises packeting the video data corresponding to the range of DCT coefficients with the video data to be currently sent.

10. (Amended) The method of claim 9, further comprising checking whether the block units of the received data packet corresponding to the damaged portion of the requested video data equals the block units indicated in said values.

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11. (Amended) The method of claim 5, wherein storing the video data further comprises:

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storing video data for the current sending in a first buffer; and
 storing a previously sent video data in a second buffer,
 wherein packeting the requested video data further comprises packeting the
 requested video data from the second buffer with the video data to be currently sent from
 the first buffer.

12. (Amended) The method of claim 5, wherein said at least one buffer is
 partitioned according to variable length codes of the video data.

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13. (Amended) A video coding and decoding system comprising:
 at least one buffer;
 a video data coding processor storing a compressed video data in said at least
 one buffer;
 a data sending processor configured to packet the video data from the at least
 one buffer and transmit the video data packets to the receiver; and
 a data receiving processor configured to receive the video data packets and
 send a resending request message of a video data if an error is detected, wherein the data
 sending processor is further configured to packet the requested video data with video data

to be currently sent from said at least one buffer and send the resultant data packet to the receiver.

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14. (Amended) The system of claim 13, wherein the resend request message comprises values indicating a damaged portion of the video data packet and wherein the data sending processor packets only the damaged portion of the requested video data with the video data to be currently sent.

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15. (Amended) The system of claim 13, wherein the resent request message comprises values indicating a range of DCT coefficients corresponding to the damaged portion of the video data packet, and wherein the data sending processor packets a data portion corresponding to the DCT coefficients with the video data to be currently sent.

16. (Amended) The system of claim 13, wherein said at least one buffer is partitioned according to variable-length codes and according to block units, and wherein the video data coding processor stores the video data in said at least one buffer in block units, according to a circular addressing manner.

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17. (Amended) The system of claim 16, wherein the resending request message contains values indicating a memory address and range of block units corresponding to the damaged portion of the video data packet, and wherein the data sending processor packets the range of block units corresponding to the damaged portion of the requested video data with the video data to be currently sent, based upon said values.

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18. (Amended) The system of claim 17, wherein the data receiving processor checks whether the block units of the received data packet corresponding to the damaged portion of the requested video data equals the block units indicated in said values.

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19. (Amended) The system of claim 13, further comprising:
a first buffer configured to store video data for the current sending; and
a second buffer configured to store a previously sent video data, wherein the data sending processor packets the requested video data from the second buffer with the video data to be currently sent from the first buffer.

20. (Amended) The method of claim 13, wherein said at least one buffer is partitioned according to variable length codes of the video data.

B. Please add new claims 21- 27 as follows:

21. (New) The method of claim 12, wherein the at least one buffer is partitioned into a plurality of blocks, each block comprising code regions configured to storing variable codes according to direct current and alternating current components, length regions to indicate bit lengths of the code regions, and run regions to indicate execution of the direct current and alternating current components of the corresponding block.

22. (New) The method of claim 20, wherein the at least one buffer is partitioned into a plurality of blocks, each block comprising code regions configured to store variable codes according to direct current and alternating current components, length regions to indicate bit lengths of the code regions, and run regions to indicate execution of the direct current and alternating current components of the corresponding block.

23. (New) The method of claim 1, wherein the requested data is multiplexed with the data to be currently sent to form the resultant data packet.

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24. (New) The method of claim 1, wherein the resultant data packet is sent over a single channel to a receiver.

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25. (New) The method of claim 5, wherein the resultant data packet is sent to the receiver over a single channel.

26. (New) The method of claim 5, wherein packeting the requested data with data to be currently sent comprises multiplexing the requested data with the data to be currently sent.

27. (New) The system of claim 13, wherein the data sending processor and the data receiving processor are coupled over a single channel, and wherein the resultant data packet is sent on the single channel.
